

AOCE Templates

Contents

Introduction to the AOCE Catalogs Extension	5-5
Introduction to AOCE Templates	5-9
Aspect Templates	5-13
Information Page Templates	5-14
Forwarder Templates	5-14
Killer Templates	5-15
File Type Templates	5-15
How Aspect and Information Page Templates Work	5-15
Lookup Tables	5-25
Conditional Views	5-26
Code Resources	5-27
How the Catalogs Extension Saves New Values	5-27
Property Value Synchronization	5-28
Drags and Drops	5-28
Writing AOCE Templates	5-30
Defining a New Record Type or Attribute Type	5-30
Defining the Contents of the New Record Type or Attribute Type	5-33
Laying Out an Information Page	5-36
Adding a Conditional View	5-40
Adding an Information Page With a Sublist	5-43
Writing a Main Aspect and Information Page for an Attribute	5-52
Creating a Custom Information Page Window	5-58
Writing Template Code Resources	5-65
AOCE Templates Reference	5-73
File and Resource Types Used by the Catalogs Extension	5-73
Template Names	5-75
Specifying Record and Attribute Types for Templates	5-75
Components of Aspect Templates	5-78
Properties	5-84
Aspect Template Signature Resource	5-88

Main Aspect Template Resources	5-88
Supporting Drags and Drops	5-98
Other Aspect Template Resources	5-103
The Lookup-Table Resource	5-105
Basic Element Types	5-111
Conditional Element Types	5-112
Block Elements	5-113
Size Element Types	5-115
Providing Your Own Pattern Elements	5-118
Overriding Default Property-Type Assignments	5-119
Canceling Pattern Processing	5-119
Components of Information Page Templates	5-119
Information Page Template Signature Resource	5-121
View Lists	5-123
Implementing Conditional Views	5-131
Sublists	5-136
Information Page Resources	5-136
Components of Forwarder Templates	5-138
Forwarder Template Signature Resource	5-139
Forwarder Template Resources	5-139
Components of Killer Templates	5-140
Killer Template Signature Resource	5-140
Killer Template Resources	5-140
Components of File Type Templates	5-141
File Type Template Signature Resource	5-141
File Type Template Resources	5-141
Code Resources Reference	5-142
Rules for Writing Code Resources	5-142
Data Types	5-142
Target Specifier	5-142
Forwarder List	5-145
Call Block Headers	5-145
Callback Block Headers	5-147
Functions You Can Provide as Part of Your Code Resource	5-148
Call-For Mask	5-149
Initializing and Removing Templates	5-150
Dynamic Creation of Resources	5-154
Processing Idle-Time Tasks	5-157
Property and Information Page Functions	5-158
Supporting Drops	5-169
Attribute-Related Commands	5-175
Processing Custom Lookup-Table Pattern Elements	5-182
Synchronizing Property Values	5-185
Custom Property-Type Conversions	5-188
Custom Views and Custom Menus	5-192
CE-Provided Functions That Your Code Resource Can Call	5-196
Calling CE-Provided Functions	5-197

Testing Your Code Resource	5-198
Changing the Call-For Mask	5-198
Process Control	5-199
Handling Drags and Drops	5-201
Working With Templates	5-205
Working With Catalog Objects	5-209
Edit-Text Routines	5-211
Getting Information About Properties	5-213
Setting Value, Type, and Other Features of Properties	5-223
Working With Sublists	5-235
Working With Pop-Up Menus	5-238
Custom Views	5-242
Sending a Property Command	5-245
Summary of AOCE Templates	5-247
C Summary	5-247
Constants and Data Types	5-247
Functions You Can Provide as Part of Your Code Resource	5-260
CE-Provided Functions That Your Code Resource Can Call	5-265
Pascal Summary	5-270
Constants	5-270
Data Types	5-278
Functions You Can Provide as Part of Your Code Resource	5-283
CE-Provided Functions That Your Code Resource Can Call	5-292
Result Codes	5-299

